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**Lin et al.**

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(54) **LOCALIZATION SYSTEM FOR MOUNTING GAME IN PORTABLE STORAGE DEVICE ON GAME CONSOLE AND METHOD THEREFOR**

(2013.01); *A63F 13/10* (2013.01); *A63F 2300/206* (2013.01); *A63F 2300/207* (2013.01); *A63F 2300/209* (2013.01)

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(58) **Field of Classification Search**  
CPC ..... *A63F 13/02*; *A63F 13/00*; *A63F 13/08*;  
*A63F 2300/207*; *A63F 13/10*; *A63F 2300/209*;  
*A63F 2300/206*

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USPC ..... 463/43  
See application file for complete search history.

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(\*) Notice: Subject to any disclaimer, the term of this patent is extended or adjusted under 35 U.S.C. 154(b) by 0 days.

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(21) Appl. No.: **14/289,668**

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(57) **ABSTRACT**

(65) **Prior Publication Data**

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A localization system for mounting a game in a portable storage device onto a game console is provided. The system includes a portable storage device and a game console. After the game console is connected with the portable storage device and a game is selected via an application program menu, a target word unit and game information in a small database is searched. Then, whether any cover data or configuration data is corresponding to an identification code in the small database is checked. If yes, the cover data or configuration data is returned to the application program menu and displayed on a screen. The selected game is then downloaded into the game console from the portable storage device, thereby achieving the promptly mounting and localizing the game without downloading all games from the portable storage device.

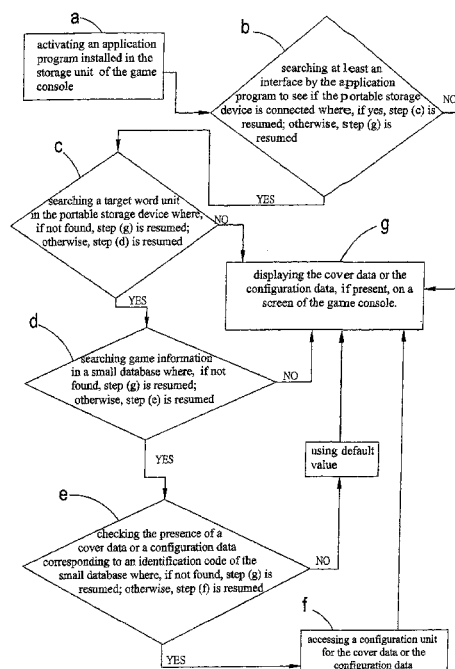
**Related U.S. Application Data**

(63) Continuation-in-part of application No. 13/684,177, filed on Nov. 22, 2012.

(51) **Int. Cl.**  
*A63F 9/24* (2006.01)  
*A63F 13/98* (2014.01)  
*A63F 13/90* (2014.01)  
*A63F 13/40* (2014.01)

(52) **U.S. Cl.**  
CPC ..... *A63F 13/02* (2013.01); *A63F 13/08*

**18 Claims, 16 Drawing Sheets**



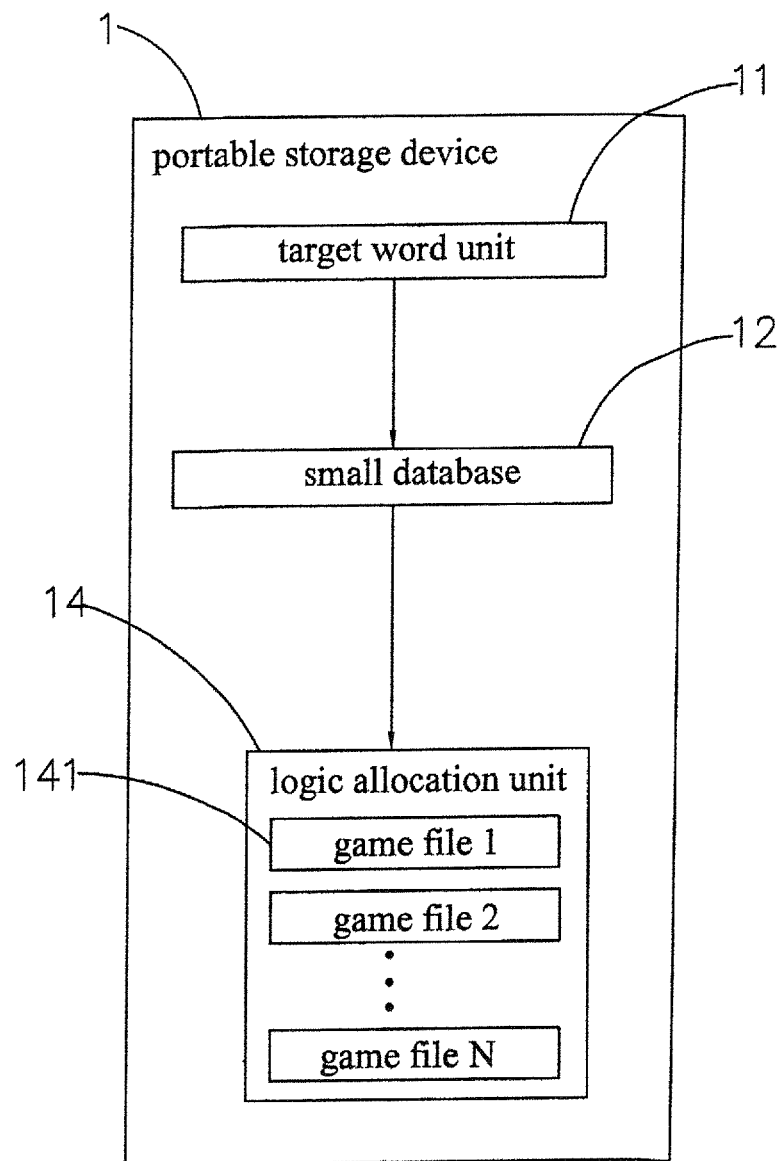


FIG. 1

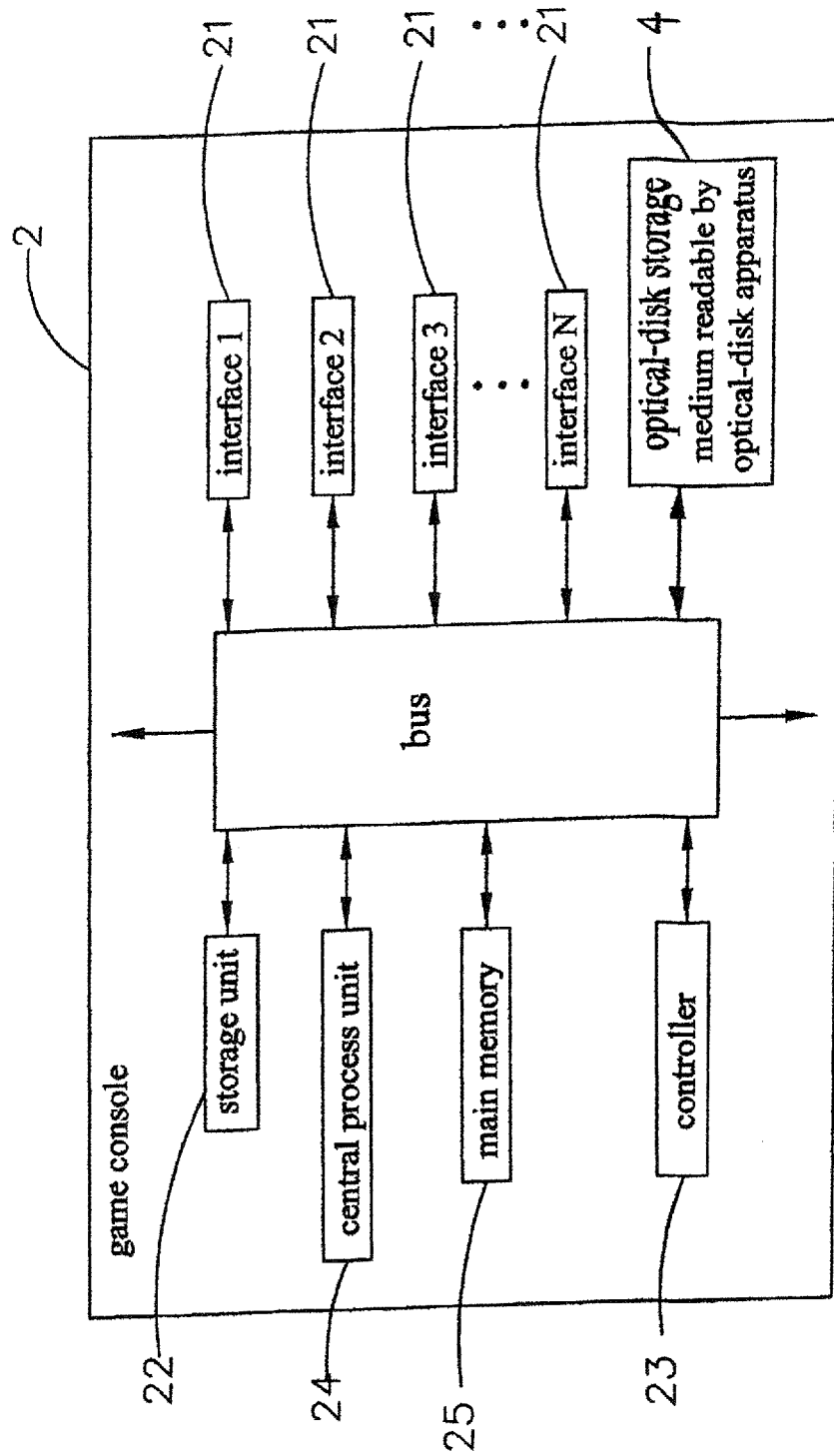


FIG. 2

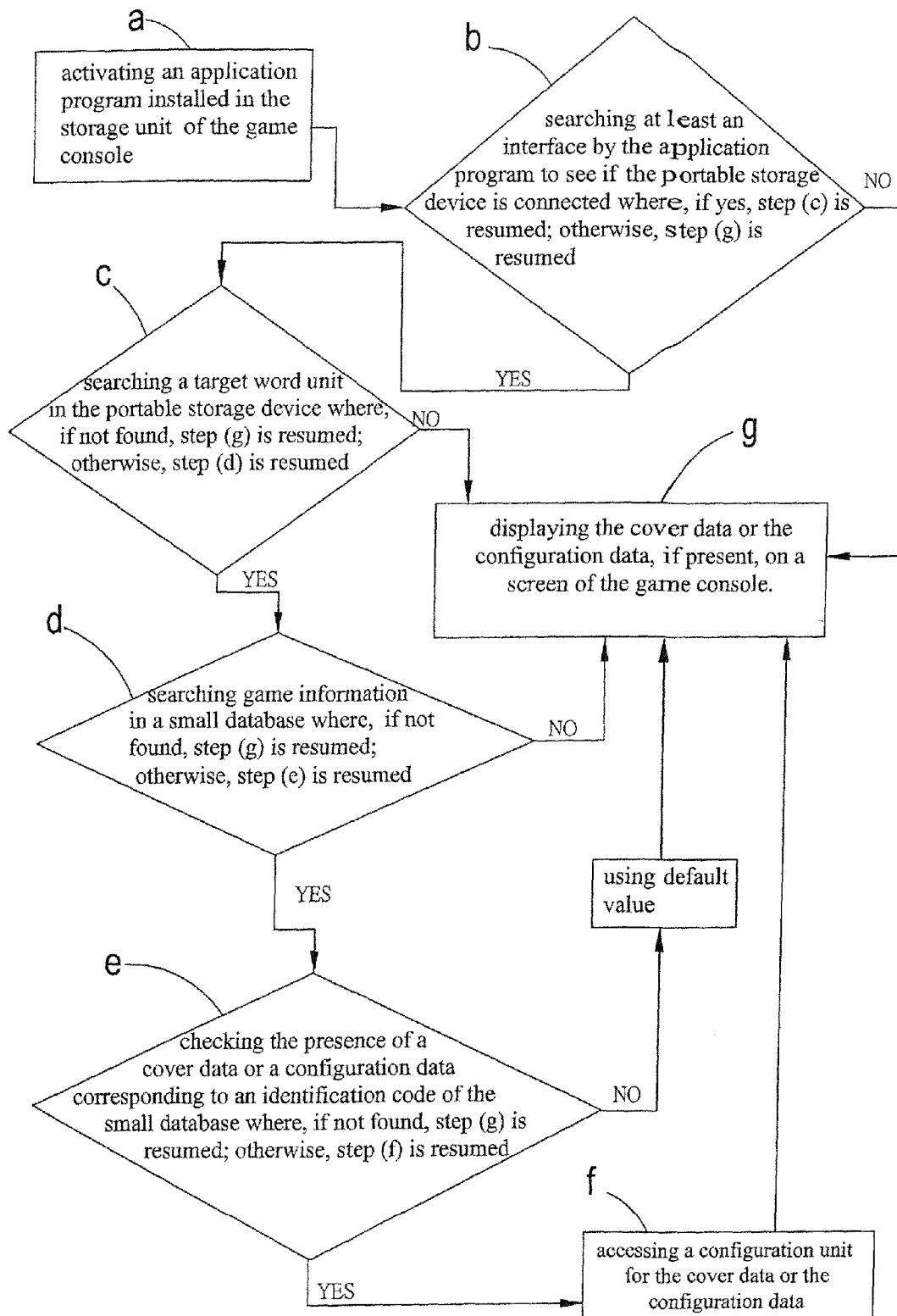


FIG. 3

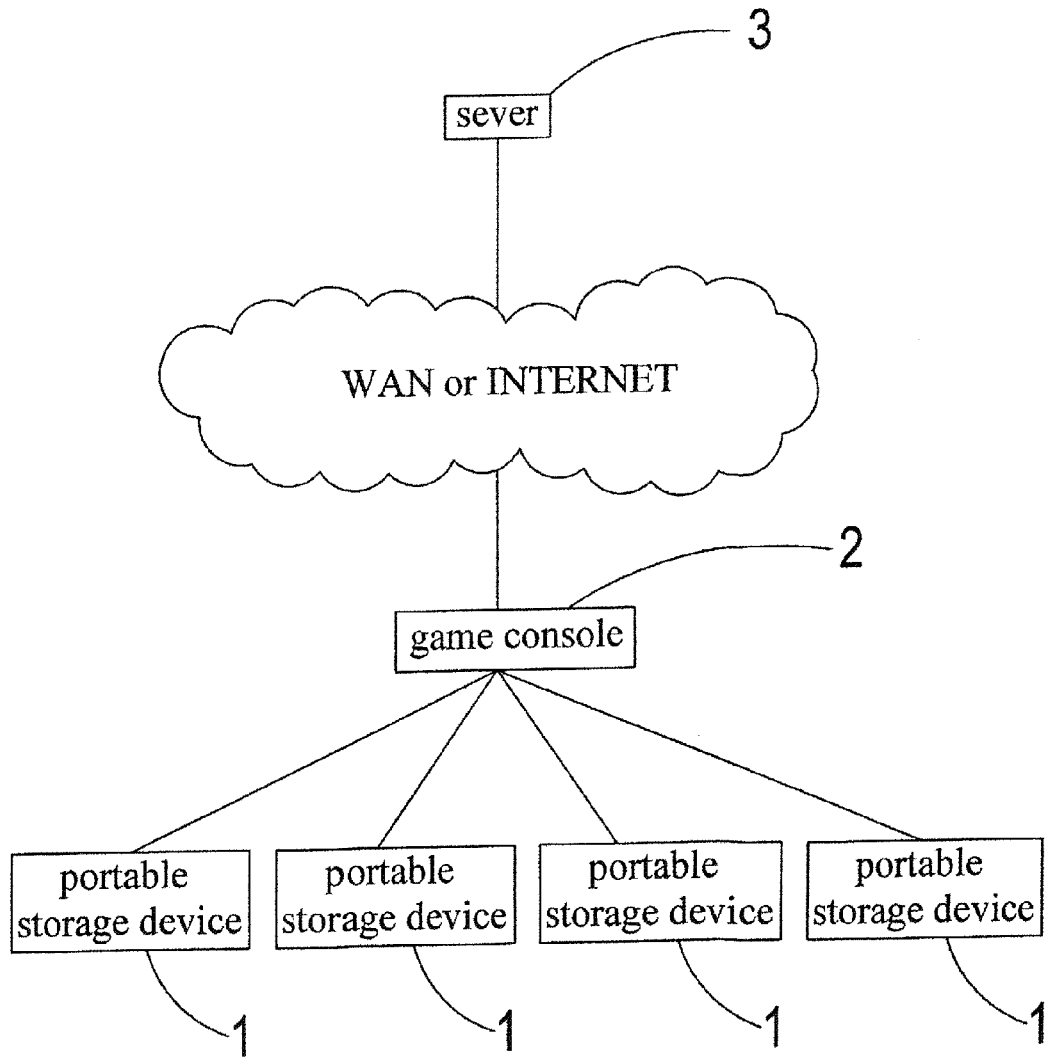


FIG. 3A

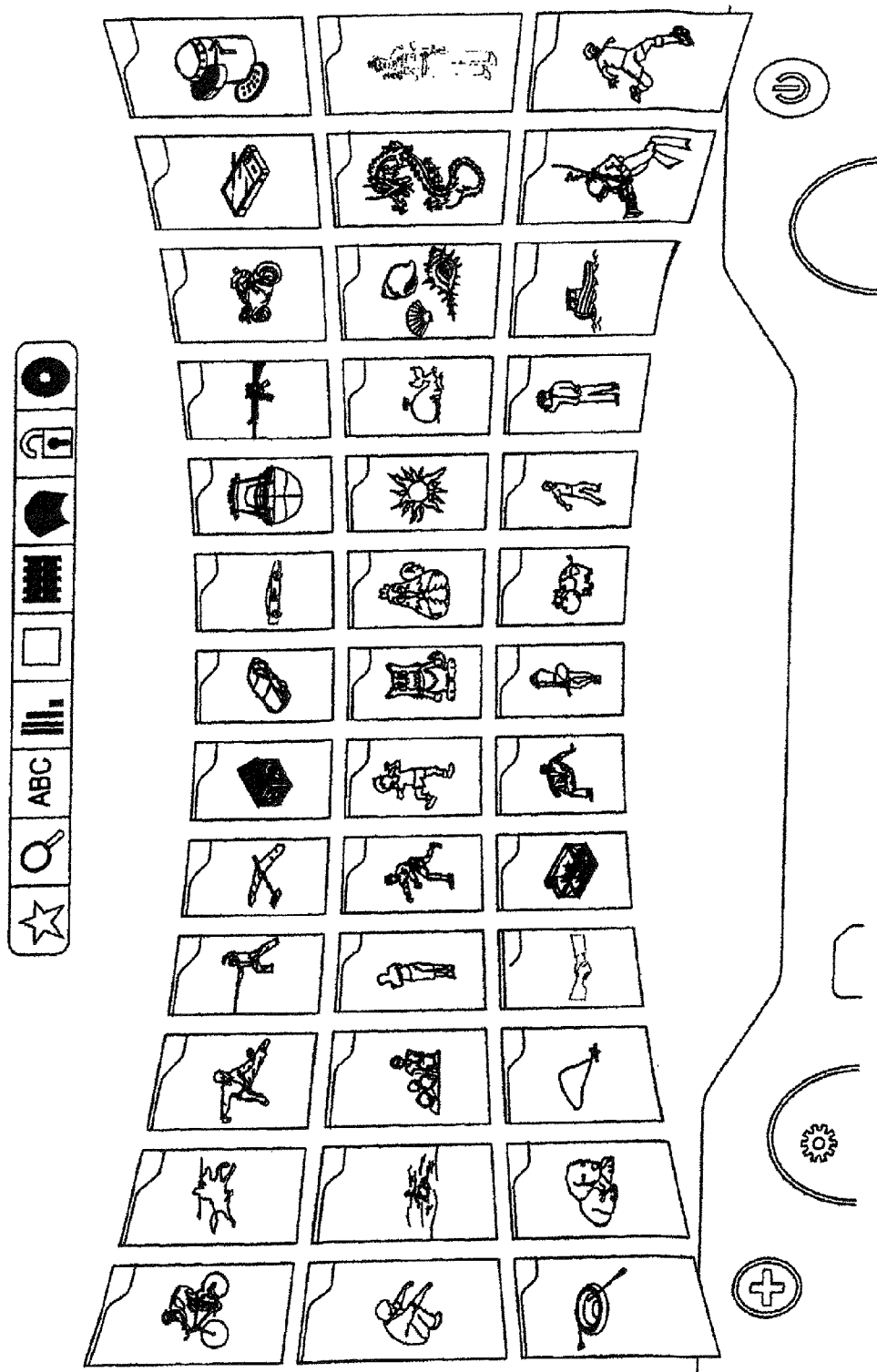


FIG. 3B

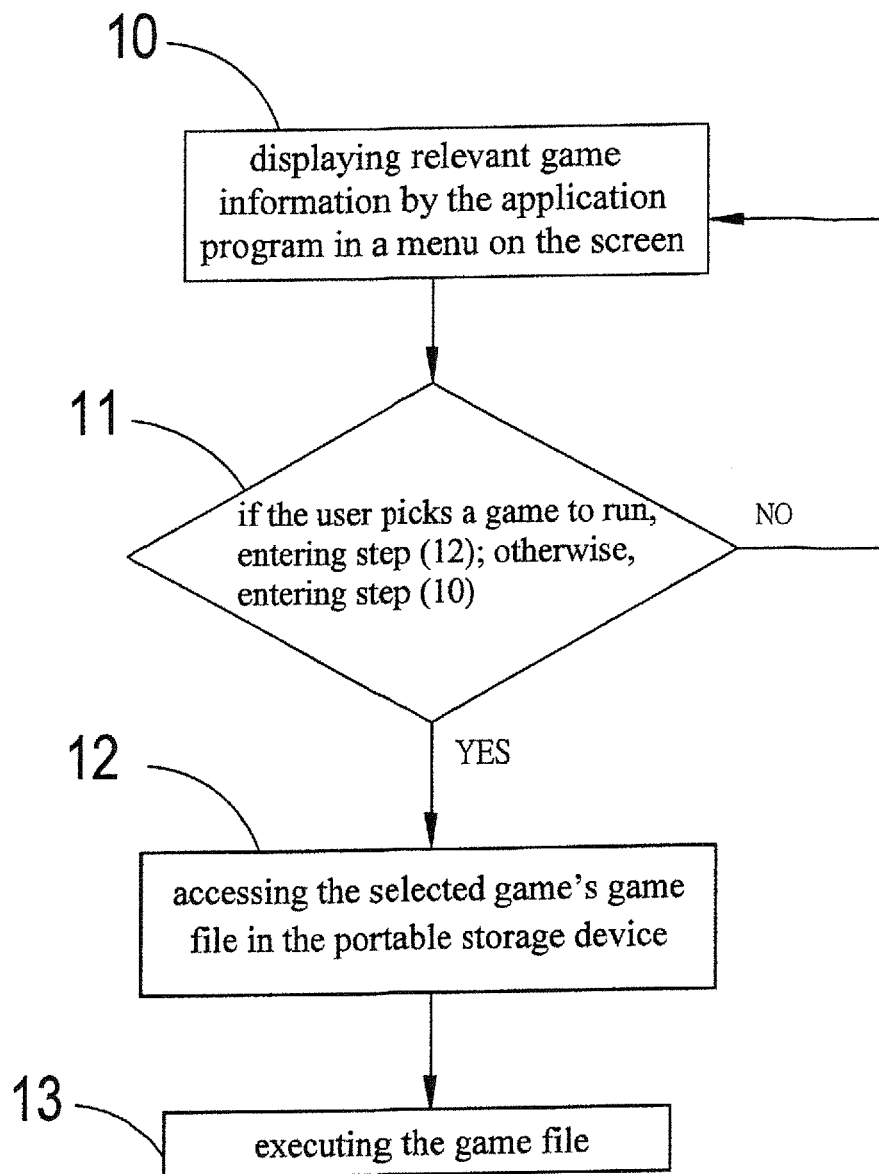


FIG. 4

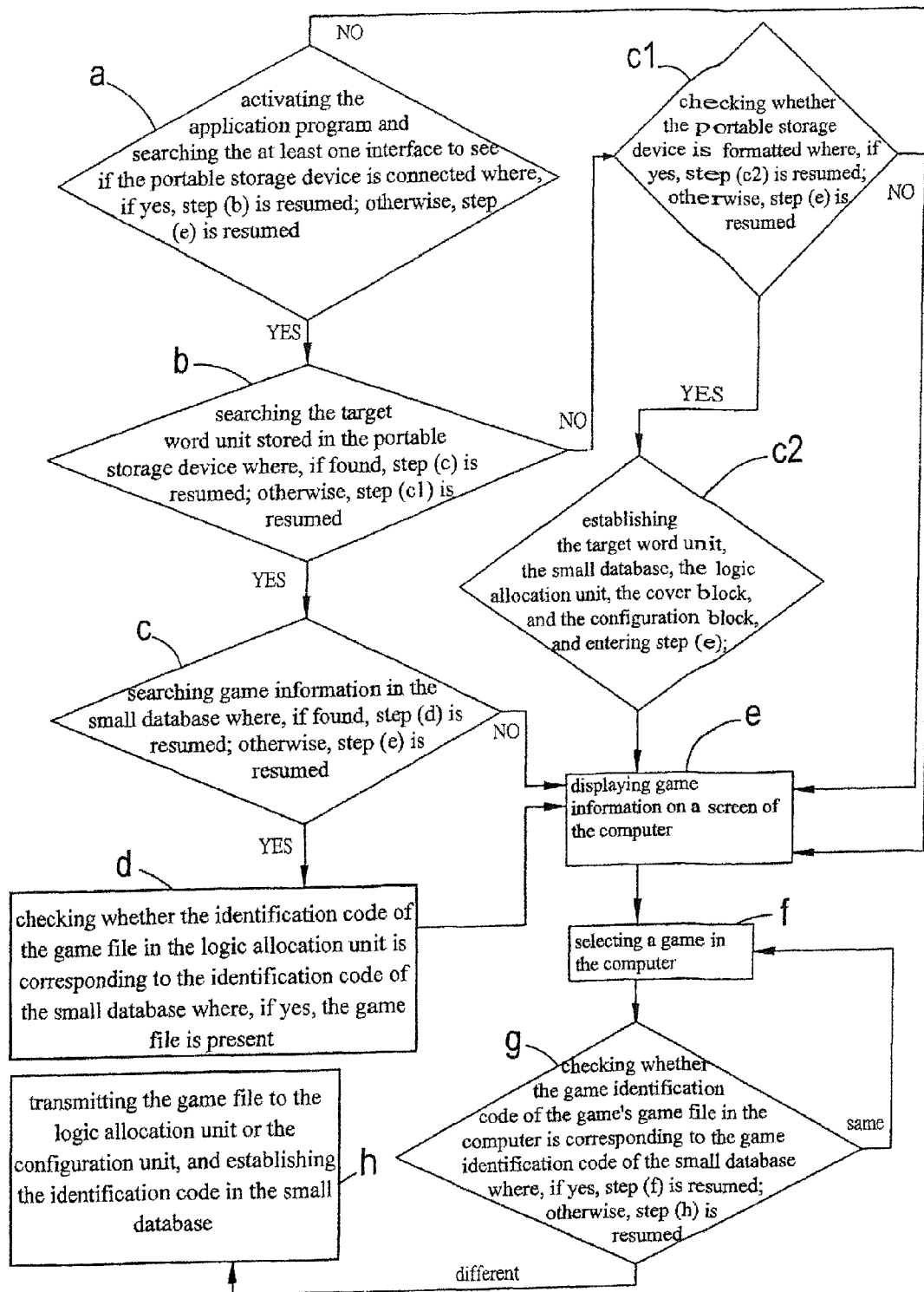


FIG. 5



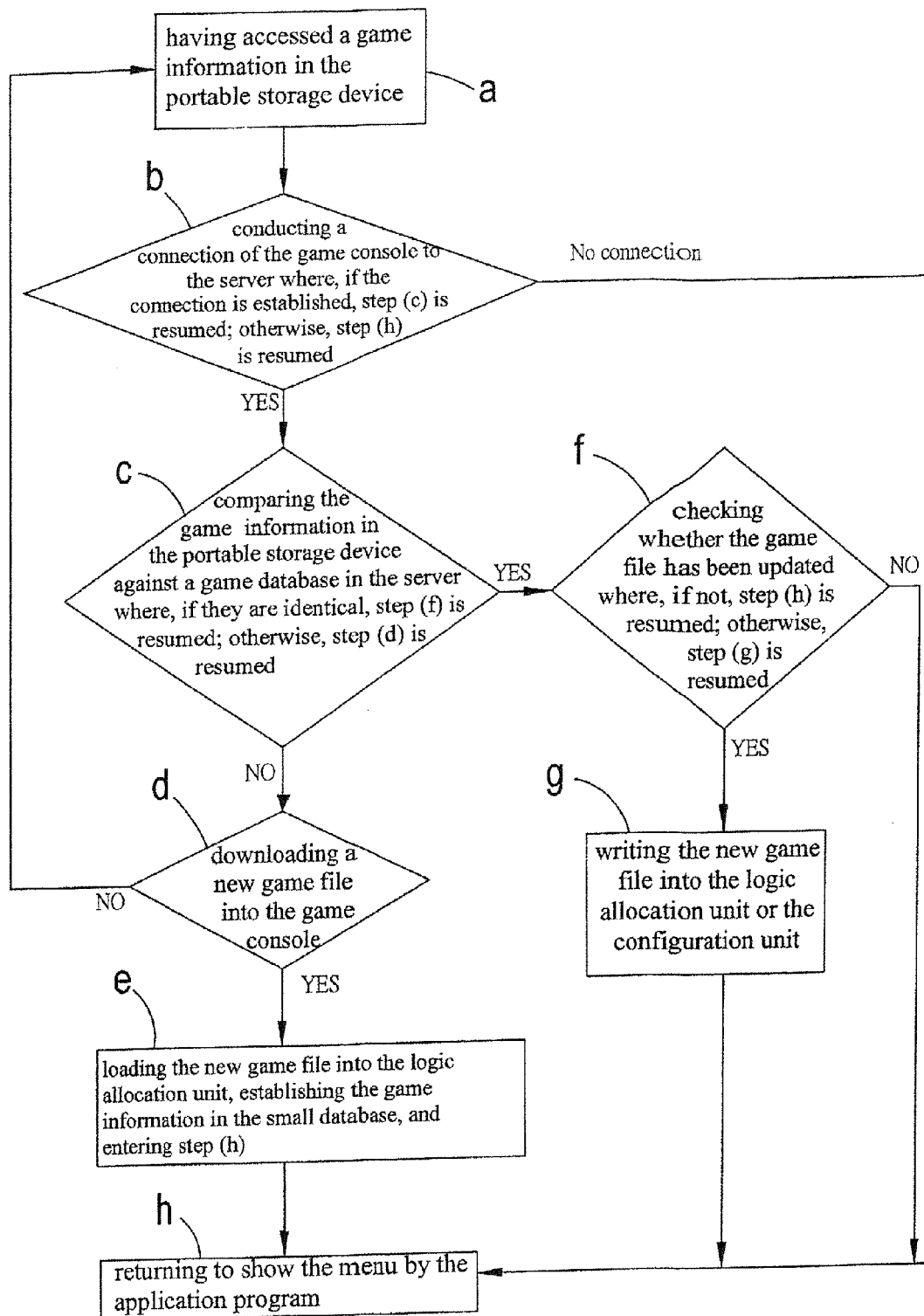


FIG. 6

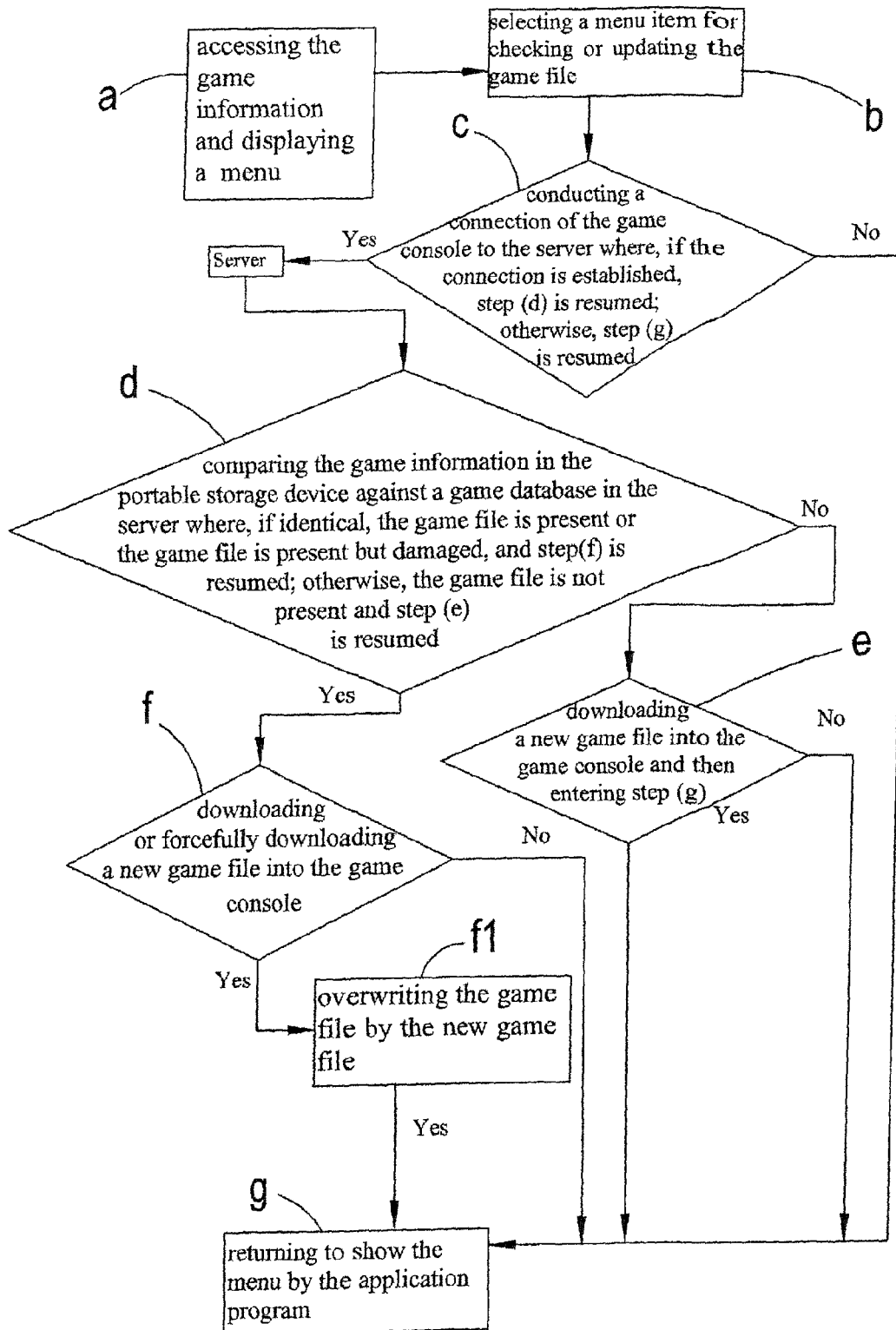


FIG. 7

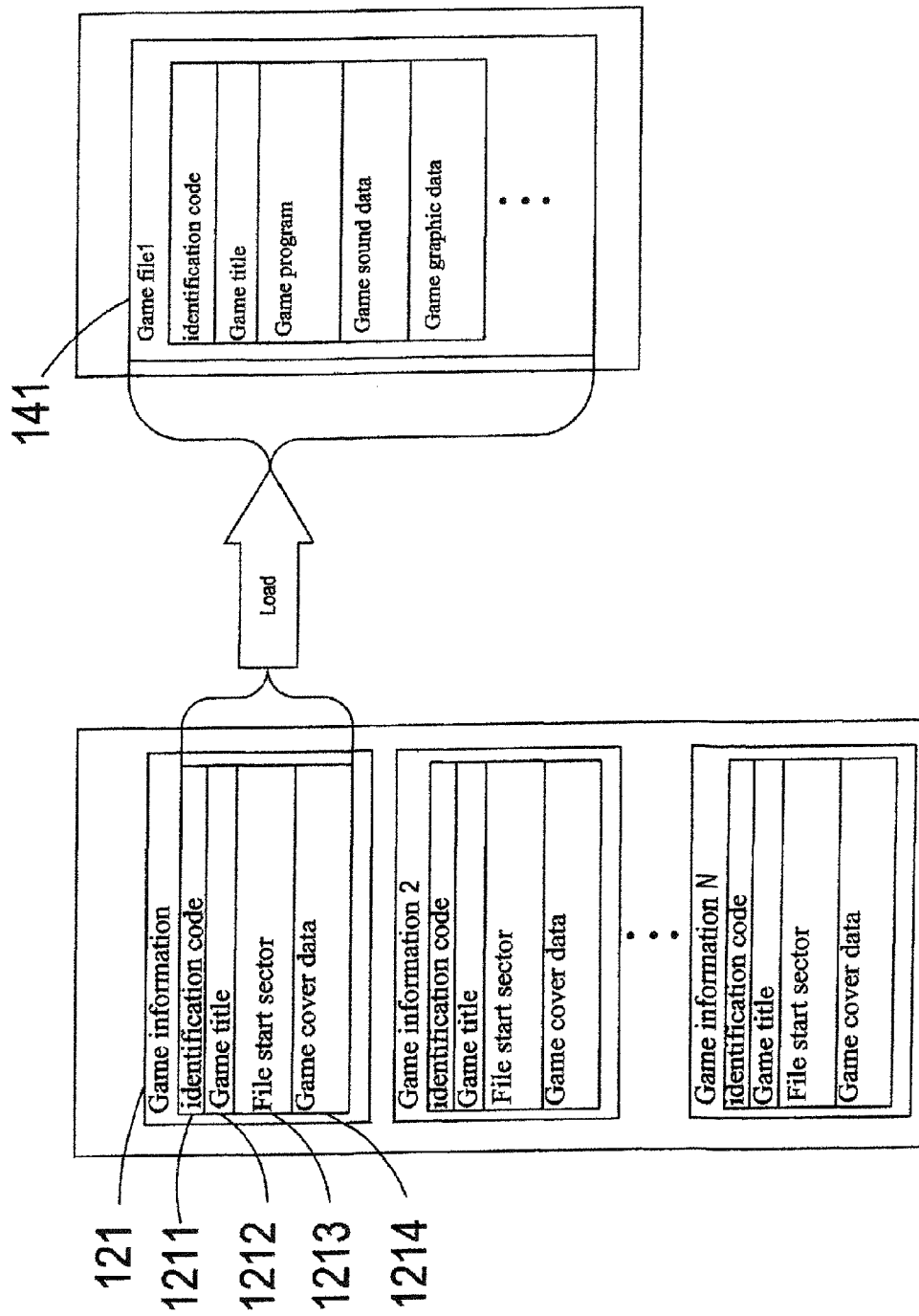


FIG. 8

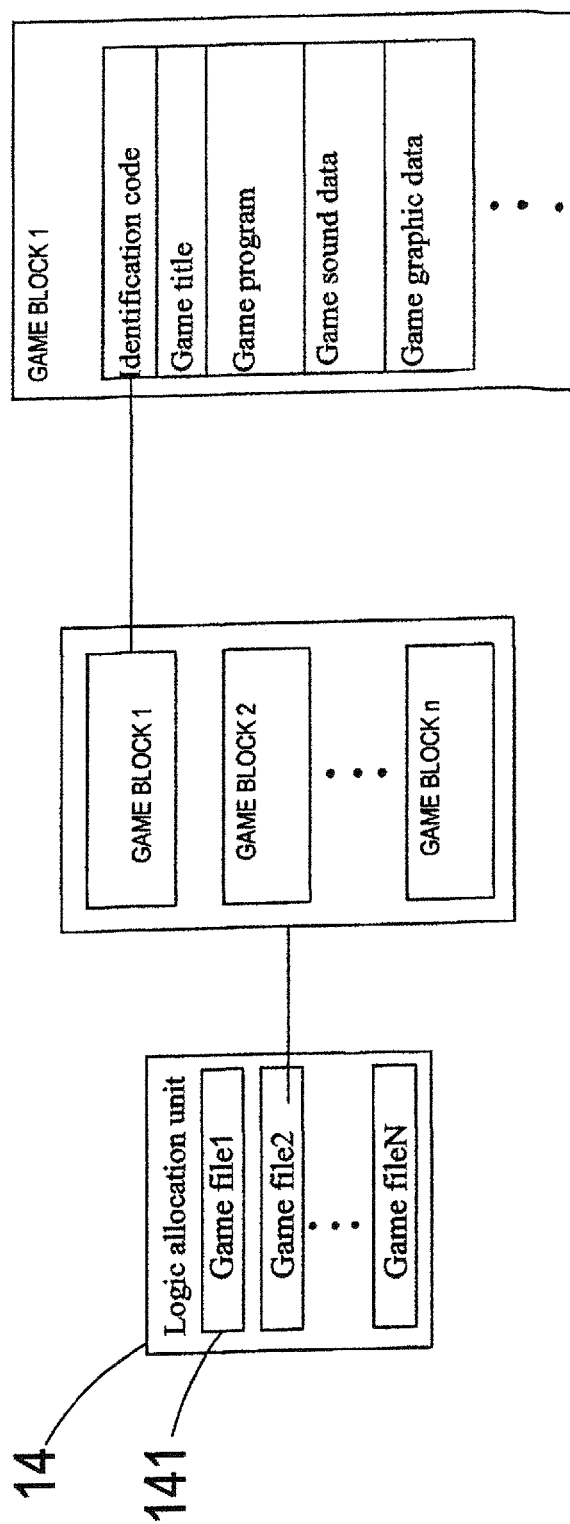


FIG. 9

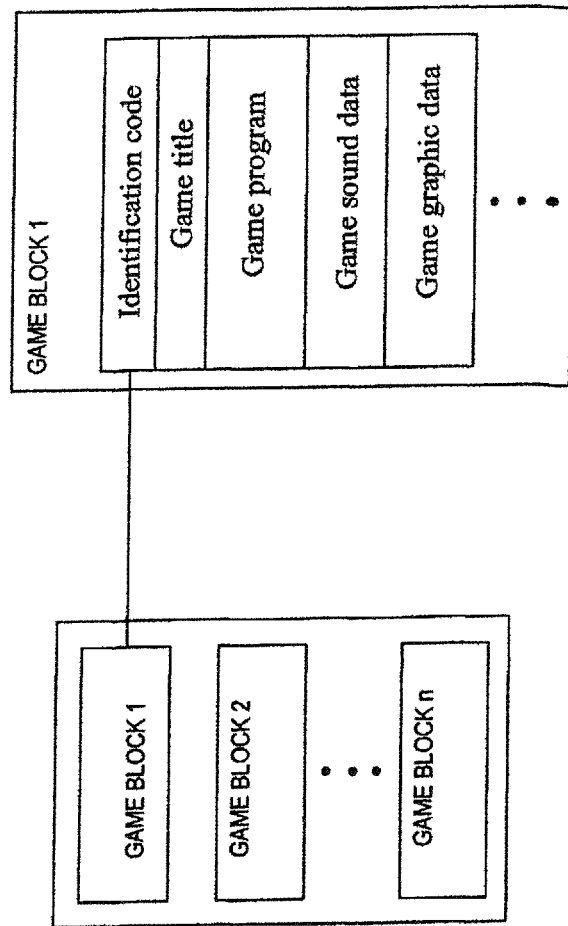


FIG. 10

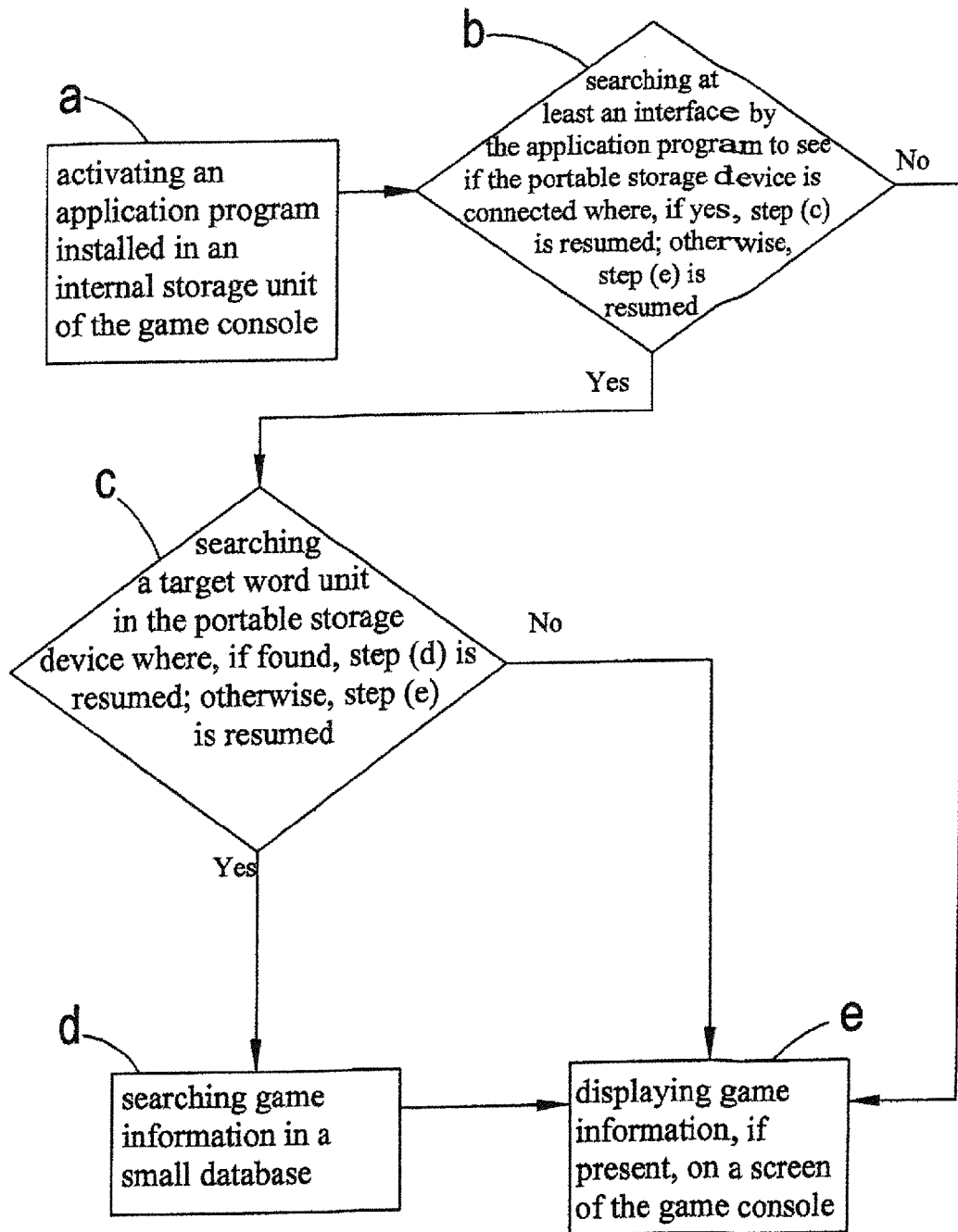


FIG. 11

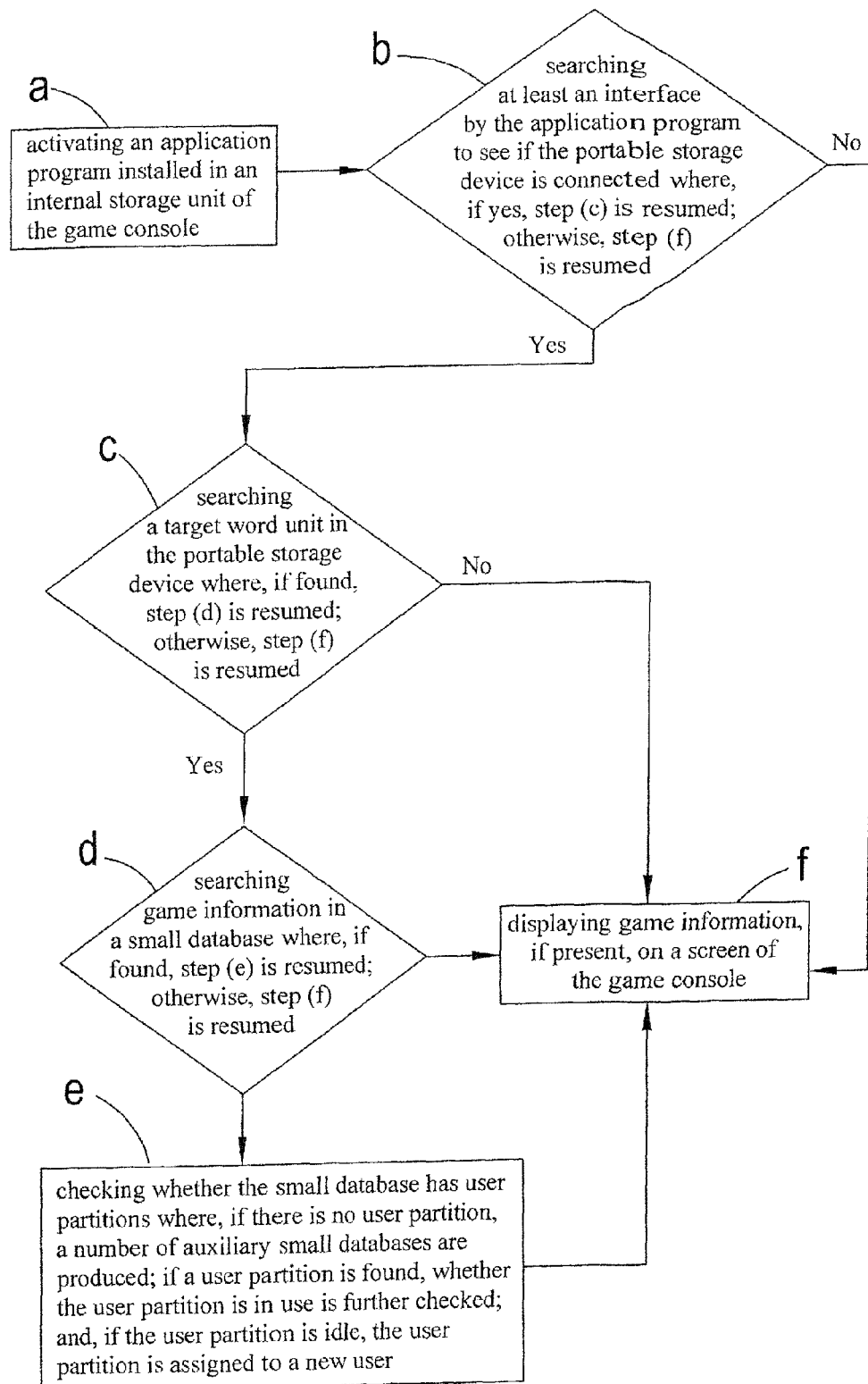


FIG. 12

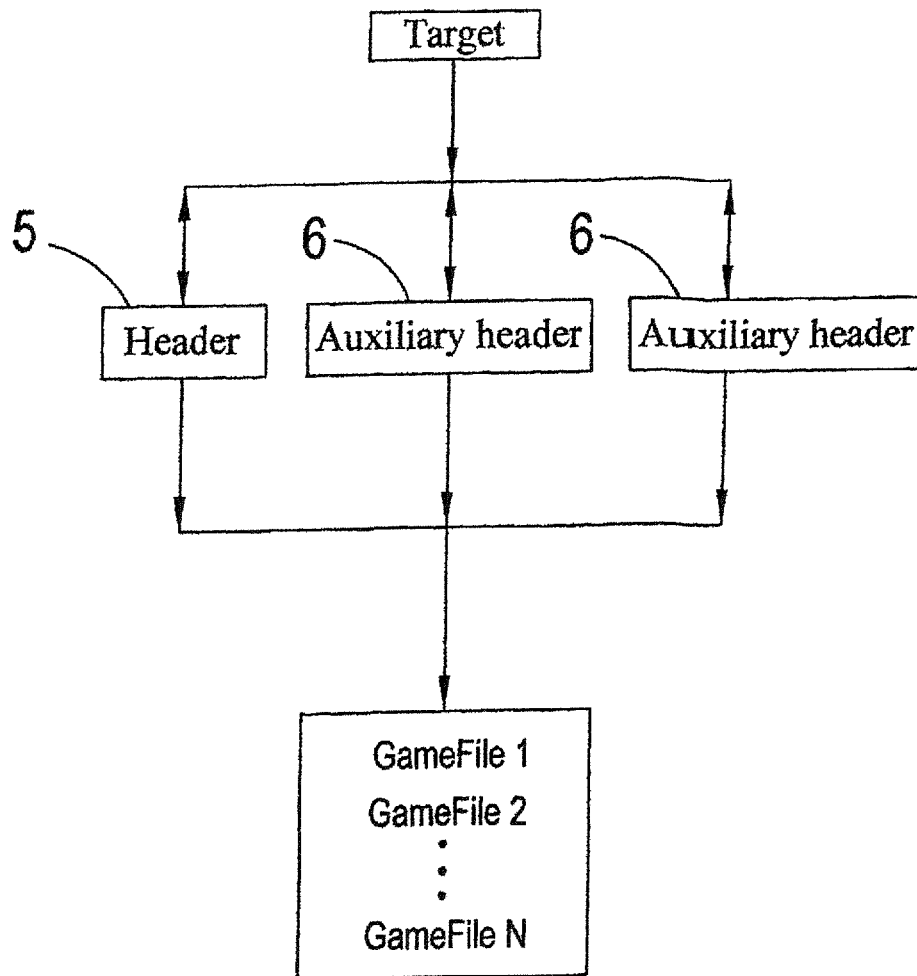


FIG. 13



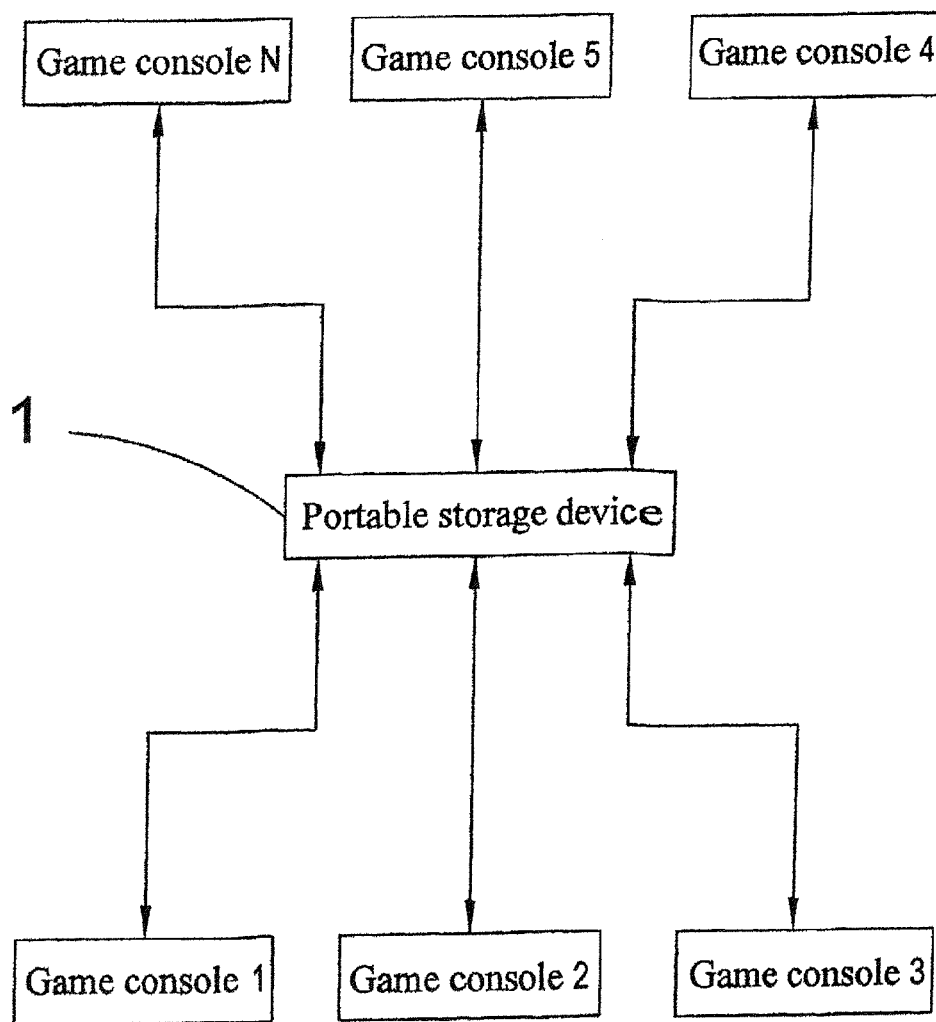


FIG. 14

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# LOCALIZATION SYSTEM FOR MOUNTING GAME IN PORTABLE STORAGE DEVICE ON GAME CONSOLE AND METHOD THEREFOR

## CROSS-REFERENCE TO RELATED APPLICATION

This application is a continuation-in-part of application Ser. No. 13/684,177, entitled LOCALIZATION SYSTEM FOR MOUNTING GAME IN PORTABLE STORAGE DEVICE ON GAME CONSOLE AND METHOD THEREFOR, filed Nov. 22, 2012, which is incorporated herein by reference for all purposes.

## BACKGROUND OF INVENTION

### (a) Technical Field of the Invention

The invention relates to a localization technology of mounting a game, in a portable storage device, on a game console, and more particularly, to a localization system for mounting a game, in a portable storage device, on a game console and a method therefor, capable of promptly mounting a game on the game console without installation and of saving time of file transfer to an internal hard disk of the game console.

### (b) Description of the Prior Art

A conventional game console usually requires the mounting of the game programs stored in an external portable storage device into an internal hard disk before activating them. When there are a large number of game programs in the portable storage device, mounting these game programs would take a significant amount of time. The limited space in the internal hard disks allows only a limited number of game programs. The internal hard disk also leads to the bulky size of the game device and its poor portability and high cost.

## SUMMARY OF THE INVENTION

A major objective of the present invention is to promptly mount a game using an asynchronous localization technology to simulate a portable storage device as an internal hard disk in a game console, thereby enhancing the game console's effectiveness. Additionally, the game console has a reduced dimension and can have a game promptly mounted thereon without any hard disk.

In order to achieve the objective of the present invention, a game console and a portable storage device data-linked with the game console are provided. The portable storage device comprises a target (i.e. a target word unit) data-linked with a header (i.e. a small database) having an identification code, capable of reading a logic allocation unit containing at least a game file, where the game file has a game identification code corresponding to the identification code in the header and thus can be precisely located and accessed by the small database (i.e. header). The game console is data-linked with the portable storage device through at least an interface which is data-linked with a storage unit of the game console. The storage unit has an application program that is to access the game file having a game identification code corresponding to the identification code in the small database, and load the game file into a free space of a main memory of the game console. When a user select a game to play through a controller, a central processing unit (CPU) loads the game file into the free space in the main memory and executes the game file. As such, the game console's accessing the portable storage device is completed. On the other hand, when a user selects a game to play in the application program's menu through a

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controller, the CPU can directly load the game file of the identification code, for example 01, into the free space in the main memory and execute the game file. As such, the promptly mounting and localizing a game is completed.

The foregoing objectives and summary provide only a brief introduction to the present invention. To fully appreciate these and other objects of the present invention as well as the invention itself, all of which will become apparent to those skilled in the art, the following detailed description of the invention and the claims should be read in conjunction with the accompanying drawings. Throughout the specification and drawings identical reference numerals refer to identical or similar parts.

Many other advantages and features of the present invention will become apparent to those versed in the art upon making reference to the detailed description and the accompanying sheets of drawings in which a preferred structural embodiment incorporating the principles of the present invention is shown by way of illustrative example.

## BRIEF DESCRIPTION OF THE DRAWINGS

FIG. 1 is a block view of a portable storage device in accordance with the present invention.

FIG. 2 is a block view of a game console in accordance with the present invention.

FIG. 3 is a flow chart of a method for the game console reading information of the portable storage device in accordance with the present invention.

FIG. 3A is a schematic view in accordance with an embodiment of the present invention.

FIG. 3B is a schematic view of a menu of the game console's application program in accordance with the present invention.

FIG. 4 is a block flow chart of running a game in accordance with the present invention.

FIG. 5 is a flow chart of steps of a computer acting as the game console to transmit game files in accordance with the present invention.

FIG. 6 is a flow chart of steps of downloading from a server by the game console connecting with the portable storage device in accordance with the present invention.

FIG. 7 is a flow chart of steps of verifying if a game can be normally operated or displayed and of connecting with at least a server to update the game file in accordance with the present invention.

FIG. 8 is a layout of the main memory in accordance with the present invention.

FIG. 9 is a first schematic structural view of expanding the game file.

FIG. 10 is a second schematic structural view of expanding the game file.

FIG. 11 is another flow chart of a method for the game console reading information of the portable storage device in accordance with the present invention.

FIG. 12 is yet another flow chart of a method for the game console reading information of the portable storage device in accordance with the present invention.

FIG. 13 is a schematic structural view showing small database and auxiliary databases of the present invention.

FIG. 14 is a schematic structural view of multiple game consoles sharing a single portable storage device of the present invention.

## DETAILED DESCRIPTION OF THE PREFERRED EMBODIMENTS

The following descriptions are exemplary embodiments only, and are not intended to limit the scope, applicability or

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configuration of the invention in any way. Rather, the following description provides a convenient illustration for implementing exemplary embodiments of the invention. Various changes to the described embodiments may be made in the function and arrangement of the elements described without departing from the scope of the invention as set forth in the appended claims.

As shown in FIGS. 1 and 2, a localization system according to an embodiment of the present invention contains a portable storage device **1** and a game console **2**.

The portable storage device **1** can be a Multimedia Card (MMC), a Secure Digital (SD) card, a MINI card, a MD card, a FLASH memory, a hard disk, or a similar memory device capable of storing game files. The portable storage device **1** contains a target word unit (i.e., target) **11** data-linked to a small database (i.e., header) **12** having an identification code. The small database **12** is data-linked to a configuration unit having a cover data, configuration data, etc. (not shown, and the cover data or configuration data can be directly encoded into the small database **12**). The small database **12** can access a logic allocation unit **14** which contains at least a game file **141**. The game file **141** has a game identification code corresponding to the identification code so that the small database **12** can precisely locate the game file **141**. The game file **141** also has a game title, a game program, or game sound data, or game graphic data, etc.

The game console **2** can be a computer, a tablet computer, a smart phone, a XBOX, a XBOX 360, a Playstation2 (PS2), a Playstation3 (PS3), a Nintendo Wii, a Nintendo64 (N64), or a similar electronic appliance capable of user interaction. The game console **2** contains at least an interface **21** for data transmission through WIFI, Bluetooth, USB, RS-454, IEEE1394, SATA, and Thunderbolt, Lighting, SD card socket (e.g., in a cellular phone), or any wired or wireless data transmission means. The interface **21** provides transmission functions such data downloading or overwriting existing files. The interface **21** is data-linked to a storage unit **22** which stores at least an application program. The application program is to access the small database **12** and display the relevant information about the game file **141** whose game identification code is corresponding to the identification code of the small database **12**. When a user is to select a game to play, the user makes the selection through a controller **23**. A central process unit (CPU) **24** loads the game file **141** into a free space in a main memory **25** of the game console **2**, and executes the game file **141**. The interface **21** is able to data-link to at least a preset server **3**, and the application program is able to compare the small database **12**'s game information with a game database in the server **3**. Based on the comparison result, a new game file is downloaded or overwrites the existing game file **141**.

Additionally, the game console **2** can contains at least an optional optical disk apparatus to access an optical-disk storage medium **4** and to download a game file from the optical-disk storage medium **4** into the logic allocation unit **14** when a user selects and executes the installation of a game through the application program's menu. The cover data or configuration data in the optical-disk storage medium **4** is also downloaded into the configuration unit's respective blocks for the cover data or the configuration data. Relevant gaming information is also recorded in the small database **12** for speedily running a game.

As shown in FIGS. 1 to 3B, a process of accessing the portable storage device **1** by the game console **2** contains the following steps.

In step (a), an application program installed in the storage unit **22** of the game console **2** is activated.

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In step (b), the application program searches the at least one interface **21** to see if the portable storage device **1** is connected. If yes, the process enters the step (c). Otherwise, the process enters the step (g).

In step (c), the target word unit **11** stored in the portable storage device **1** is searched. If the target word unit **11** is found, the process enters the step (d). Otherwise, the process enters the step (g).

In step (d), game information in the small database **12** is searched. If found, the process enters the step (e). Otherwise, the process enters the step (g).

In step (e), the presence of a cover data or a configuration data corresponding to the identification code of the small database **12** is checked. If yes, the process enters the step (f). Otherwise, the process enters the step (g).

In step (f), a configuration unit is accessed for the cover data or the configuration data.

In step (g), the cover data or the configuration data, if present, is displayed by the application program on a screen of the game console **2**.

As shown in FIG. 4, after the game console **2** obtains the cover data or the configuration data in the portable storage device **1**, a user can picks and runs a game from the screen. The process is as follows.

In step (10), the application program displays relevant game information in a menu on the screen.

In step (11), if the user picks a game to run, the process enters the step (12). Otherwise, the process returns to the step (10).

In step (12), the selected game's game file **141** in the portable storage device **1** is accessed.

In step (13), the game file is executed.

As shown in FIG. 5, a process of accessing the portable storage device **1** by the game console **2** which is a computer contains the following steps.

In step (a), the application program is activated and the application program searches the at least one interface **21** to see if the portable storage device **1** is connected. If yes, the process enter the step (b). Otherwise, the process enter the step (e).

In step (b), the target word unit **11** stored in the portable storage device **1** is searched. If the target word unit **11** is found, the process enters the step (c). Otherwise, the process enters the step (c1).

In step (c1), whether the portable storage device **1** is formatted is checked. If yes, the process enters the step (c2). Otherwise, the process enters the step (e).

In step (c2), the target word unit **11**, the small database **12**, the logic allocation unit **14**, the cover block, or configuration block are established. The process enters the step (e).

In step (c), game information in the small database **12** is searched. If found, the process enter the step (d). Otherwise, the process enters the step (e).

In step (d), whether the game identification code of the game file **141** in the logic allocation unit **14** is corresponding to the identification code of the small database **12** is checked. If yes, this means that the game file **141** is present.

In step (e), the application program displays relevant game information on a screen of the computer.

In step (f), a game in the computer is selected.

In step (g), whether the game identification code of the game's game file in the computer is corresponding to the identification code of the small database **12** is checked. If yes, the process returns to the step (f). Otherwise, the step enters the step (h).

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In step (h), the game file is transmitted to the logic allocation unit **14** or the configuration unit. The identification code is established in the small database **12**.

As shown in FIG. 6, after the portable storage device **1** is mounted onto (i.e., is connected to) the game console **2** and a selection from a menu displayed by the application program is made, the process of linking and downloading from the server contains the following steps:

In step (a), the application program has accessed the game information specified by the selection from the menu.

In step (b), a connection of the game console **2** to the server **3** is tried. If the connection is established, the process enters the step (c). Otherwise, the process enters the step (h).

In step (c), the game information in the portable storage device **1** is compared against a game database in the server **3**. If they are identical, the process enters the step (d). Otherwise, the process enters the step (f).

In step (d), a game file is downloaded into the game console **2**.

In step (e), the game file is downloaded into the logic allocation unit **14** of the portable storage device **1**. The game information is established in the small database **12**.

In step (f), whether the game file has been updated is checked. If yes, the process enters the step (g). Otherwise, the process enters the step (h).

In step (g), the game file is written into the logic allocation unit **14** or the configuration unit.

In step (h), the application program returns to show the menu.

As shown in FIG. 7, after the portable storage device **1** is mounted onto the game console **2** and a selection from a menu displayed by the application program is made, the process of updating the game file contains the following steps.

In step (a), the application program has accessed the game information specified by the selection from the menu, and a menu is displayed.

In step (b), a menu item for checking or updating game file is selected.

In step (c), a connection of the game console **2** to the server **3** is tried. If the connection is established, the process enters the step (d). Otherwise, the process enters the step (g).

In step (d), the game information in the portable storage device **1** is compared against a game database in the server **3**. If the game program is not present, the process enters the step (e). If different, the game file is not present and the process enters the step (e). If identical, the game file is present or the game file is present but damaged, the process enters the step (f).

In step (e), the game file is downloaded into the game console **2** from the server **3**. The process enters the step (g).

In step (f), the game file is downloaded or is forcefully downloaded into the game console **2**. The process enters the step (f1).

In step (f1), the existing game file is overwritten by the newly downloaded game file.

In step (g), the application program returns to show the menu.

As shown in FIG. 8, in the main memory **25** of the game console **2**, there is at least a game information **121** which contains an identification code **1211**, and may further contain a game title **1212**, a file start section **1213** indicating a corresponding game file's start location in the logic allocation unit **14**, and a cover data **1214** for the game. When a user picks a game to play from the menu provided by the application program, a game file **141** in the logic allocation unit **14** having a game identification code corresponding to the identification code **1211** of the game information **121** therefore can be

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quickly located, loaded into a free space in the main memory **25**, and then executed. The game file **141** also contains the game title, the game program, or the game sound data, or the game graphic data. For the other game information **121** that is not picked, they are ignored, thereby achieving the asynchronous localization.

As shown in FIG. 9, if viewed from the perspective of the storage medium, there are multiple game files **141** in the logic allocation unit **14**. Each game file **141** is packaged as a game block. When a game file **141** is selected and unpacked, the game block contains a game identification code, a game title, a game program, or game sound data, or game graphic data. As shown in FIG. 10, if viewed from the perspective of the game console **2**, there are multiple game blocks. Each game block contains a game identification code, a game title, a game program, or game sound data, or game graphic data. Please note that the game file can be a compressed file or any package file. Additionally, a game file of FIG. 9 is basically identical to a game block of FIG. 10 as the difference only lies in the perspective. Therefore, accessing a game file can be deemed as accessing game block.

As shown in FIG. 11, the localization method contains the following steps.

In step (a), an application program installed in an internal storage unit **22** of a game console **2** is activated.

In step (b), the application program searches through at least an interface **21** to see if a portable storage device **1** is connected. If yes, the process enters the step (c). Otherwise, the process enters the step (e).

In step (c), a target word unit **11** in the portable storage device **1** is searched. If not found, the process enters the step (e). Otherwise, the process enters the step (d).

In step (d), game information in a small database **12** of the portable storage device **1** is searched.

In step (e), the game information is returned to the application program and is displayed in a menu of the application program.

As shown in FIGS. 12 to 14, another embodiment of the localization method contains the following steps.

In step (a), an application program installed in an internal storage unit of a game console is activated.

In step (b), the application program searches through at least an interface to see if a portable storage device is connected. If yes, the process enters the step (c). Otherwise, the process enters the step (f).

In step (c), a target word unit in the portable storage device is searched. If not found, the process enters the step (f). Otherwise, the process enters the step (d).

In step (d), game information in a small database (i.e., header) of the portable storage device is searched. If the game information is found, the process enters the step (e). Otherwise, the process enters the step (f).

In step (e), whether the small database has user partitions is checked. If there is no user partition, a number of auxiliary small databases are produced. If a user partition is found, whether the user partition is in use is further checked. If the user partition is idle, the user partition is assigned to a new user.

In step (f), the game information is returned to the application program and is displayed in a menu of the application program.

The present embodiment is different from the previous embodiment in that the present embodiment provides many-to-one or one-to-many scenarios. When a first user logs in, the small database **5** automatically updates the data in the auxiliary small databases **6**, and uses the first auxiliary small database **6**. Subsequently, when a second user logs in, a

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second auxiliary small database 6 can be used. As such, the first and second users do not have data conflict when they conduct their game playing. In other words, each user has his/her own small databases. If a third user logs in, then a third auxiliary small database 6 can be used, and so on. In this way, when multiple users log in to play games, each user has proprietary small database 5 or auxiliary small database 6 for game-related operations, thereby avoiding data conflict from using a same small database. Subsequently, when the small database 5 is updated, the auxiliary small databases 6 can be updated synchronously so that each user is able to access the latest game menu.

While certain novel features of this invention have been shown and described and are pointed out in the annexed claim, it is not intended to be limited to the details above, since it will be understood that various omissions, modifications, substitutions and changes in the forms and details of the device illustrated and in its operation can be made by those skilled in the art without departing in any way from the spirit of the present invention.

We claim:

1. A localization method for mounting a game from a portable storage device onto a game console, comprising the steps of:

- (a) activating an application program installed in an internal storage unit of the game console;
- (b) searching at least an interface by the application program to see if the portable storage device is connected;
- (c) searching a target word unit in the portable storage device;
- (d) searching game information in a small database is searched;
- (e) checking the presence of a cover data or a configuration data corresponding to an identification code of the small database;
- (f) accessing a configuration unit for the cover data or the configuration data having a same identification code; and
- (g) displaying the cover data or the configuration data, if present, on a screen of the game console.

2. A localization method for mounting a game from a portable storage device onto a game console, comprising the steps of:

- (a) activating an application program installed in an internal storage unit of the game console;
- (b) searching at least an interface by the application program to see if the portable storage device is connected;
- (c) searching a target word unit in the portable storage device;
- (d) searching game information in a small database; and
- (e) displaying game information, if present, on a screen of the game console.

3. A localization system for mounting a game, comprising at least a portable storage device and a game console wherein the portable storage device comprises a target word unit data-linked to a small database-having an identification code; the small database is capable of accessing a logic allocation unit which comprises at least a game file; the game file has a game identification code corresponding to the identification code so that the small database is able to precisely locate the game file; the game console comprises at least an interface for data-linking the portable storage device and for data downloading or overwriting existing files; the interface is data-linked to a storage unit which stores at least an application program; the application program is to access the small database and display relevant information about the game file whose game identification code is corresponding to the identification

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code of the small database; when a user is to select a game to play, the user makes the selection through a controller; and a central process unit (CPU) loads the game file into a free space in a main memory of the game console and executes the game file.

4. The localization system according to claim 3, wherein the interface is capable of data-linking with a preset server for downloading or for downloading or overwriting an existing game file.

5. The localization system according to claim 3, wherein the small database is data-linked to a configuration unit; and the configuration comprises a cover block or a configuration block.

6. A localization system according to claim 5, wherein the steps of linking and downloading from the server comprises:

- (a) having accessed a game information in the portable storage device by the application program;
- (b) conducting a connection of the game console to the server;
- (c) comparing the game information in the portable storage device against a game database in the server
- (f) checking whether the game file has been updated where;
- (g) writing the new game file into the logic allocation unit or the configuration unit; and
- (h) returning to show the menu by the application program.

7. The localization system according to claim 6, further comprising:

- (d) downloading a new game file into the game console when the game information and the game database in the server are not identical; and
- (e) downloading the new game file into the logic allocation unit or into the cover block or configuration block of the configuration unit, establishing the game information in the small database, and entering step (h).

8. The localization system according to claim 3, wherein the game file comprises a game identification code, a game title, a game program, or game sound data, or game graphic data.

9. The localization system according to claim 3, wherein the game console is a computer, a tablet computer, a smart phone, a XBOX, a XBOX360, a PS2, a PS3, a Wii, a N64, or a similar electronic appliance capable of user interaction; the portable storage device is a MMC card, a SD card, a MINI card, a MD card, a FLASH memory, a hard disk, or a similar memory device capable of storing game files; and the interface provides Bluetooth, USB, RS-454, IEEE1394, SATA, Thunderbolt, Lighting, SD card socket, or any data transmission means.

10. The localization system according to claim 9, wherein the game console is a computer, and the steps of accessing the portable storage device comprises:

- (a) activating the application program and searching the at least one interface to see if the portable storage device is connected;
- (b) searching the target word unit stored in the portable storage device where, if found, step (c) is resumed;
- (c) searching game information in the small database;
- (d) checking whether the game identification code of the game file in the logic allocation unit is corresponding to the identification code of the small database where, if yes, the game file is present;
- (e) displaying game information on a screen of the computer;
- (f) selecting a game in the computer;

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- (g) checking whether the game identification code of the game's game file in the computer is corresponding to the identification code of the small database where, if yes, step (f) is resumed; and
- (h) transmitting the game file to the logic allocation unit or the configuration unit, and establishing the identification code in the small database.

**11.** The localization system according to claim **10**, further comprising:

- (c1) checking whether the portable storage device is formatted when the target word unit is not found in the portable storage device where, if not, step (e) is resumed; and
- (c2) establishing the target word unit, the small database, the logic allocation unit, the cover block, or the configuration block, and entering step (e).

**12.** The localization system according to claim **3**, wherein the game console further comprises a at least an optical disk apparatus to access an optical disk storage medium and to download a game file from the optical-disk storage medium into the logic allocation unit.

**13.** A localization system according to claim **3**, wherein, after the portable storage device is mounted onto the game console and a selection from a menu displayed by the application program is made, the steps of updating the game file comprises the steps of

- (a) accessing the game information specified by the selection from the menu and displaying a menu by the application program;
- (b) selecting a menu item for checking or updating the game file;
- (c) conducting a connection of the game console to the server;
- (d) comparing the game information in the portable storage device against a game database in the server where, if identical, the game file is present or the game file is present but damaged, and step (f) is resumed;
- (e) downloading a new game file into the game console and then entering step (g);
- (f) downloading or forcefully downloading a new game file into the game console;
- (f1) overwriting the game file by the new game file; and
- (g) returning to show the menu by the application program.

**14.** A localization method for mounting a game from a portable storage device onto a game console, comprising the steps of:

- (a) activating an application program installed in an internal storage unit of the game console;
- (b) searching at least an interface by the application program to see if the portable storage device is connected;
- (c) searching a target word unit in the portable storage device;
- (d) searching game information in a small database where;
- (e) checking whether the small database has user partitions where, if there is no user partition, a plurality of auxiliary small databases are produced; if a user partition is found, whether the user partition is in use is further checked; and, if the user partition is idle, the user partition is assigned to a new user; and
- (f) displaying game information, if present, on a screen of the game console.

**15.** A localization method for mounting a game from a portable storage device onto a game console, comprising the steps of:

- (a) activating an application program installed in an internal storage unit of the game console;

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- (b) searching at least an interface by the application program to see if the portable storage device is connected;
- (c) searching a target word unit in the portable storage device;
- (d) searching game information in a small database is searched;
- (e) checking the presence of a cover data or a configuration data corresponding to an identification code of the small database;
- (f) accessing a configuration unit for the cover data or the configuration data having a same identification code;
- (g) displaying the cover data or the configuration data, if present, on a screen of the game console;
- (h) having accessed the game information in the portable storage device by the application program;
- (i) conducting a connection of the game console to a server;
- (j) comparing the game information in the portable storage device against a game database in the server;
- (k) checking whether the game file has been updated;
- (l) writing the new game file into the logic allocation unit or the configuration unit; and
- (m) returning to show the menu by the application program.

**16.** The localization system according to claim **15**, further comprising:

- (n) downloading a new game file into the game console when the game information and the game database in the server are not identical; and
- (o) downloading the new game file into the logic allocation unit or into the cover block or configuration block of the configuration unit, establishing the game information in the small database, and entering step (m).

**17.** A localization method for mounting a game from a portable storage device onto a game console, comprising the steps of:

- (a) activating an application program installed in an internal storage unit of the game console;
- (b) searching at least an interface by the application program to see if the portable storage device is connected;
- (c) searching a target word unit in the portable storage device;
- (d) searching game information in a small database;
- (e) displaying game information, if present, on a screen of the game console;
- (f) having accessed the game information in the portable storage device by the application program;
- (g) conducting a connection of the game console to a server;
- (h) comparing the game information in the portable storage device against a game database in the server;
- (i) checking whether the game file has been updated;
- (j) writing the new game file into the logic allocation unit or the configuration unit; and
- (k) returning to show the menu by the application program.

**18.** The localization system according to claim **17**, further comprising:

- (l) downloading a new game file into the game console when the game information and the game database in the server are not identical; and
- (m) downloading the new game file into the logic allocation unit or into the cover block or configuration block of the configuration unit, establishing the game information in the small database, and entering step (k).